MilAtari Ltd.
PO Box 14038
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MilAtari-Limited Edition

Volume XII Issue 4 APRIL 1993 The Newsletter of Choice for Milwaukee Area Atari Enthusiasts since 1981

The Passover and the Awakening of a new and exciting year. We have stepped back and taken a long look; now let us work for the future.

Make the April Election the Meeting with the greatest attendance to choose a new slate of officers

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by Lee Musial

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NEW P.D. FILE LISTINGS

This Month:

General Meeting
Saturday, APRIL 17 - Noon
Greenfield Park Lutheran Church
1236 S. 115th St.

Executive Board Meeting
(All members invited)
Sunday, APRIL 25 - 7:00 p.m.
Shakey's
96th & National Ave.

Election of Officers :

April 17, 1993

Membership

MilAtari is open to all individuals and families interested in computing. Annual dues are $22 per membership and includes a one year subscription to the Limited Edition, access to the Publications Library, and allows purchases from all Public Domain Libraries and the Resale Shop.

Meetings

MilAtari Meetings are usually held on the third Saturday of each month at Greenfield Park Lutheran Church, 1236 S. 115th St. The doors open at noon. Members socialize during the initial hour while browsing through the libraries. Purchases can be made from the PD offerings and club and/or member sale merchandise. The current PD selections are demonstrated during the milling period, followed by the business meeting at 1:00 p.m. Special helps and classes available afterward.

MilAtari By-Laws

Section XII, Article 1

Piracy of legally copyrighted software, hardware or documentation is hereby recognized as illegal and a detriment to the goals of MilAtari Ltd., and shall not be sanctioned by MilAtari Ltd.

> "Just A Song Before I Go, A lesson to be learned. Traveling twice the speed of sound, It'seasy to get burned."
> — Graham Nash

> "I've had dreams enough for one, And I've had love enough for three. I have my hopes to comfort me, I've got my new horizons out to sea."
> — Justin Hayward

PRESIDENTS RAM..

by Lee Musial

Well, here it is, my last Presidential article! As I look back, thoughts of good and not-so good times flash by me. Fortunately, the good ones far outweigh the others! My thanks go out to everyone that has helped to keep MilAtari afloat and have stuck by me through thick and thin. As to my future plans, I would like to try out the newly appointed Special Interest Groups Chairperson (if the new President will let me!). I think that SIG's have been scarce for a long time and there is a need for them to be done more for the membership.

Last month's general meeting turned out to be one of special interest for several reasons. First off, we had an Atari Falcon 030 present, thanks to D.A. Brumleve. Dorothy was at LCACE's March general meeting to show her Falcon. Unfortunately, she was unable to show it due to a power outage at the Library where LCACE meets. Some of us eventually made it to Mike Brown's house to see the Falcon, and Dorothy also volunteered it to go home with me to show Milwaukee's Atarians. Needless to say, everyone from LCACE and MAST were invited to MilAtari's general meeting where demos were given by Dennis Wilson, Jeff Davis (New Dimensions), T.J. Girsch and myself. A big thank you from me goes out to Dennis for baby sitting the Falcon for the time between

meetings, helping to organize the demos and for taking charge of sending it back to Dorothy. Second, the revised Bylaws were passed by the membership. Lastly, nominations were taken for the four Elected Officers.

The people nominated are:

FOR PRESIDENT:

Dave Glish & Rick Janowski

Vice President: Ed Newman

Secretary: Joe Mengel

Treasurer: Bruce Rahlf

How was the Falcon? Well, from what I've seen it seems that Atari is looking in the right direction in ways to battle the competition. The real test will be if Atari can deliver the goods in time. By the time you are reading this the Falcon should be available for sale right here in our area. I have talked to both Jeff Davis at New Dimensions & Bob Viviano at Cascio's and both are ready and able to take care of your Atari needs (including the Falcon!). Please continue to patronize both of these dealers for hardware and software, and also remember Micro Magic for software and 2nd Bytes for used Atari hardware and software.

Well, that's it from me for now, kids. I'll close by redoing the first quote I used:

"What a long, strange trip it's been!" THE GRATEFUL DEAD

Hope to see YOU on the 17th!

(*Ed note: "Last But Not...")

Lee

ST PD

from previous page
give any trouble.

READER: READER II is a desk accessory which enables you to read text files while running a program. One obvious use is that you can load a program, then use READER II to load the accompanying read_me text file. Now you can read the file and use the program at the same time.

SUPERBT: Super Boot V8.0 - The best public domain program for selecting AUTO folder accessory upon bootup just got better! Just some of the changes since V7.4 (the last release) are: 1) File capacity has been greatly expanded through use of a new Multi-Page file selection mode. Each type of file is on a separate page, allowing 152 files of each type instead of a limit of 152 files total. This feature is optional. Total file capacity is now 1824 files. 2) Super Boot can now play DMA sound files in stereo or mono! 3) You can now control the volume for DMA sound. 4) Super Boot can now be called from other programs with a command line argument (as if it were a .TTP program) to set up your system based on a specified function key. 5) A feature has been added to allow you to do cold and warmboots after activating or deactivating programs in the AUTO folder that run before Superboot. This allows you to have the changes take place immediately without have Superboot run twice. These are just SOME of the changes. If you use Superboot, then you want this major revision. If you haven't used it, now is the time to try it!

SYSTEM: System - An accessory which show's how much memory's left, how much memory you have total, how much space is left on your hard disk, what's the capacity of your hard disk, and how long's your ST up (time since last coldstart). It counts the files and folders (total or on one partition). If you use TOS 1.04 or newer, counting is 10 times faster than on TOS 1.00 or 1.02!

DISK 417 - UTILITY DISK

DTPICS04: A collection of 7 high resolution pictures suitable for use as welcome screen or desktop pictures. One is ASTEC, and the other six concern King Tut. If you are into Egyptology or ancient Egyptian art and have a monochrome monitor, then you'll definitely want these beautiful pictures.

DTPICS07: Six high resolution pictures suitable for use as welcome screen pictures or desktop pictures. One shows several Star Wars Walkers, another concerns the movie Bladerunner, and another is a moon shot. There is an excellent Terminator II picture (showing half machine and half human face), and a picture of Yoda from Star Wars.

LUCKYLOT: Lucky Lotto Numbers V1.1 - A high resolution program for generating Lotto numbers. Now you can generate numbers which include your lucky numbers and exclude your unlucky ones.

PICSW101: PicSwitch V1.0.1 Graphics File Viewer / Printer - This is the long-awaited update to PicSwitch, the award-winning graphics utility from Advanced Software. This version actually bears no resemblance to it's predecessor, being totally rewritten with a standard GEM interface with enhancements. Many new input formats have been added, as well as a new 'Adjustments' control panel, windowed displays, and much-enhanced printing support for Epson 9-pin, 24-pin and HP LaserJet compatibles.

RENAMEIT: This is ReNamelt!, a program that renames files, folders, and volume la-

bels, using upper case, lower case, and extended characters. It works as a program, accessory, TTP, or CLI program, on any ST, STe, or TT, with any hard drive, in any resolution.

DISK 418 - DEMO DISK

Calligrapher 3, The Next Generation of the Ultimate Writing Machine - A demo of the powerful intuitive graphics based word processor. With this version, Calligrapher displays vector graphics on screen if you have a hard drive and 2 mb of ram. A new install program includes support for 1.44 meg floppy disk drives. It is now compatible with the Falcon 030 and Multitos. It no longer uses GDOS, as GDOS and Line Art are built into it. It supports multiple dictionaries. Spanish, German, and Italian are included. This is the monochrome version demo.

DISK 419 - GAME DISK

CENTI: A game of Centipede. This one uses the mouse to move the gun at the bottom of the screen.

CYBER: Cybernetix - An enhanced Defender game. In this one, you have asteroids to dodge as well as enemy ships to shoot. The asteroids are graphically well done. An excellent version of this classic game. MATCHMKR: Match Maker - A Concentration-type game where you match the symbols behind the squares. To make the game more interesting you also have a limited time in which to uncover all the symbols. If you run out of time before achieving your objective you will lose one of your five lives and the current grid will be reset and you will have to try again. Match Maker will run on any ST or STE with 512k of memory or more and is compatible will all TOS versions up to and including TOS 1.62 (i.e. and therefore will not work on TOS 2.05 or 2.06).

MRSMUNCH: Mrs. Munchie - Basically a Mrs. Pacman clone with lots of extra features. Besides the familiar Power Pills, you also have Sugar Treats, Trap Dots, and Bouncing fruit, for example. A nice extra is that pressing F3 sets Kid's Mode which will play a little slower, have dumber ghosts, and fewer bad guys appearing on the screen. This mode is designed to allow smaller kids to play Mrs. Munchie. Note that this game will not run on TOS versions over 1.02. Too bad, as it is otherwise a great game.

DISK 420 - GAME DISK

FOKKER: Fokker! - A two-player, joystick controlled game. It is a aside-view arcade game.

MEGAPEDE: Megapede - An enhanced game of Centipede played with the joystick. it requires 1 meg of memory. It plays from med or low res but not on a mono system. It should run just fine on a Mega STE, TT and all versions of TOS (NOTE: It does run on TOS 2.06). A children's mode is included. Numerous creatures, such as mushroom mites, spiders, and bees, make life difficult for you. A must-have game if you are a Centipede devotee.

SPC_BATL: Space Battle - A sort of space combative simulator. Negligible docs, so you're basically on your own on figuring this one out.

Presidential Campaign
by Dave Glish

I have been asked to write a few words about why I am running for the post of president of MilAtari. I am running because I am an Atari enthusiast. I have owned Ataris since 1983 and plan on upgrading my system with a Falcon. MilAtari has helped me keep up my interest in the Atari line of computers. Because I wanted to bring this kind of help to others, I became involved in MilAtari. For the last two years I have served as Secretary, and before that I was the 8-bit Public Domain librarian.

In a time of declining market share for Atari computers our club has become even more important for us Atari users. MilAtari is not as large as it used to be, but the people that remain are Atari enthusiasts. We like our Ataris and come together to learn more about our computers, new software and other things Atari. This is where I would like to concentrate our resources, providing you, the members, with information on your computers.

MilAtari has three primary ways of getting this information to you. One is through the monthly meeting. I would like to see more demos of new hardware and software at these meetings. For example, this last month we had a Falcon at the meeting, and it generated a great deal of interest. I'm sure this was the first chance many of us had to see this new computer in action. It answered some of the questions I had about it's abilities.

Another is the club newsletter. As president, I would hope to encourage more of you to share your Atari enthusiasm through contributions to the newsletter.

The third, and most immediate, source of information is the club BBS. I have been, and will continue to be, available on the BBS on a daily basis to answer your questions. I have made it a habit of uploading the newest online magazines, to help keep people current with the world of Atari.

As president, I don't want to say, "I will do this, or I will do that". The role of president is not to dictate, but to administer the will of the membership. Give me your input, and we will keep MilAtari active and strong.

THE ATARI ALLIANCE vs. BIG BLUE
(a fable) by Dave Glish

In a virtual reality far, far away, a battle is shaping up. Atari, a small but devoted world is being threatened by the forces of the Insurmountable Borg Menace (henceforth known as IBM). Recently the IBM contacted the Atari Alliance and ordered them to surrender. The Alliance was told that resistance was futile and they would be assimilated. This didn't sit well with the Atarians. They are a proud and individualistic group. They informed the IBM that they would rather fight to the end than give in.

The Great ATARI Alliance has already fought a number of skirmishes and has slowly been loosing numbers to the IBM advances. The Great Alliance has been warned that a major IBM battle group is headed for it's home world. A massive new weapon, cryptically known as BIG BLUE, is said to be part of this fleet.

The Alliance sent out it's venerable 512 and 1040 fighters to meet the on-coming armada. Unfortunately these ships were no match for the superior numbers of the IBM. Many pilots were assimilated or perished. A few of the E models made it back with news of the invasion fleets imminent arrival.

Our story continues on the Atari home world, in hanger 030 of Atari Command. Commander Don Quixote is giving a speech to his crews. "Warriors of Atari. A major battle is approaching. The IBM fleet, including their battle star BIG BLUE, is moving in on our home world. Our fighters, the 520's and the 1040's are no match for it's defenses. Our TT cruisers and Mega's are engaging the enemy fleet now. They have taken out most of the IBM ships, but are too few in numbers to tackle the BIG

Mac & Blue Attack

Falcon was finally the one. I mean you finally felt that your were part of the picture. I now measure how great a sim is by how much body language I put into playing. If I find myself ducking and trying to rip the joystick from the base, the game is a good one. Two expansion sets were offered the just made things better.

Lucas Arts came into the picture with "Battlehawks 1942" followed by "Their Finest Hour" Graphics were good and speed was a little slow but the action was great. Highly recommended. Man, you just felt a lot of satisfaction from out maneuvering the German planes and scoring a victory.

Spectrum Holobyte tried to follow the "Falcon" winner with "Flight of the Intruder" based upon the book/movie. It was a loser. Hard to play and not a lot of fun. Again not much of a body language type experience. All things come to an end... The last major flight sim for the ST, ***Knights Of The Sky***, based upon World War I was a good game and fun to play. We now enter a depressing period of flight sim depravation.

I had an opportunity to see "Falcon 3.0" for the IBM one stormy day and that did it. As much as I like the ST and try to avoid the DOS based world, I had to have this game. After a call to Spectrum Holobyte to confirm that the only way "Falcon 3.0" would make it to the ST is when pigs learn to fly, I got an IBM machine and "Falcon 3.0". I can't say enough about this one. The software is based upon the actual software used in the military's own simulators. Any more realistic and it would have to be classified.

Other sims have been released for the IBM platform. My library includes Lucas

Arts "Secret Of The Luftwaffe" and "Their Finest Hour". Both excellent.

(Another short interlude)I wanted to compare the ST to the IBM directly using "Their Finest Hour". Between the ST and my 386-33MHz the graphics are comparable, with a slight edge to the IBM, and speed is about the same with again a slight edge to the IBM, especially when a lot of planes are on screen. One big advantage the IBM has in flight sims is that they have an analog input joystick. What this means is that the joystick in the ST is a switch contact closure. If you bank left, it is either off or on. With the IBM analog, slight pressure causes minimal movement. Little left movement causes minimal banking, while further pressure causes banking to increase porportionately. More realistic this way, believe me. (End of the second short interlude).

I also have "Birds Of Prey" (Weak), "Stormovik" (Poor), "B-17 Flying Fortress" (Good, but more strategy than action), "The Heros Of The 357th" (OK, but hard to play), "Jet Fighter II" (Looks good but I need to spend more time on it), "Chuck Yeager's Air Combat" (Very Good, I like this one), "Megafortress" (OK, but more strategy orientated. I guess bomber sims are that way) and "Chuck Yeager's Flight Trainer (Bad).

Finally I have to talk about the best flight sims out there. That is Wing Commander I and II, by Orgin. Even though these are spaced based games, usually not my favorite, The story line (Yes it actually has one and its very good), the animation, graphics, sound, music, dialogue, speed of play and the much important body language factor makes these games ones to compare everything else against. A lot of sims, even the better ones, are just a series of variations of the same missions. If you do bad the en-

Mac & Blue Attack
(continued from page 9)

tire story line will change. The Wing Commander series really make you feel that every mission has an individual importance to the overall game plan. If you like sims, you got to get into these, nothing out there is better right now. The forth coming *"Strike Commander"* from Orgin is long delayed (Almost two years) and looks awesome.

Lucas Arts has just released *"X-Wing"* flight Simulator based upon the Star Wars theme. I just picked it up and will let you know the body language factor after I have played with it awhile. Music, graphics and format looks very, very good so far.

If you are in to flight sims, nothing against an ST, but you need a fast IBM, a good analog joystick, a stereo sound card with amplified speakers, Super VGA and lots of hard drive (Wing Commander II requires 25 Meg when installed with the speech module. Don't waste your time with the Macs, they are light years behind. Then all you have to do is WATCH YOUR SIX!

Remember : A coward is a hero with a wife, kids and a mortgage!

The April Disks...

IBM ....

JILL OF THE JUNGLE ....

She's strong, she's smart, she's sexy and she's facing the hottest challenge of her life. Guide Jill through 16 scrolling levels filled with awesome creatures and animation. Race like a gazelle to gather food, weapons and other objects of interest. Climb vines, use mystical powers of transformation to become a bird, frog or fish. Includes a great soundtrack and graphics. Jill makes Mario look like a wimp.

MAC ....

COGITO.SEA....

This is a demo of a strategy game from France. This game will cause you to think. I realize that this may in itself be difficult for everyone, but what the heck, give it a try its fun. This game has 3 of the promised 120 levels. The object is to build a pre defined pattern by moving rows and columns. It sounds easy but leave it up to the French to make it difficult.

BEAST 1.0....

Catch all the nasty little beasties by moving blocks and trapping them. It won't win any international awards, but not too bad. Ah, well the kids may like it. Ah, I bet the dog won't figure it out.

QUAYLE'S TETRIS....

This is a Tetris style game to honor our future president. I'll stop right here, Thank You!

3-D CHECKERS....

What can you say about a checker game. It offers double and solitaire play with on-line hints, take back moves for the ultimate cheater in all of us. If you can't beat the kids, or the dog, try this.
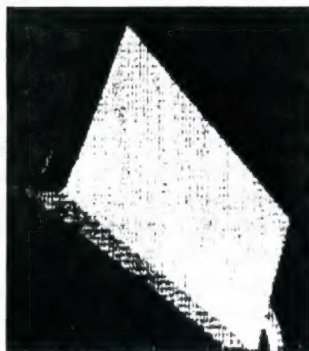
MILATARI MEMBERSHIP

(for the club - Presidential Campaign)

To renew or not to renew...

That is the question!

With apologies to Will Shakespeare, I know this is the question that many of us ask ourselves when our membership renewal notice arrives on our doorsteps each year.

You begin to wonder just what it was you got out of the club during the past year that was so worthwhile that you should renew your membership once more.

This is only human nature! We join a club to reap some benefit, then the day comes along when it seems like there's nothing more to harvest and we're left with the question at the top of the column.

I'm here to say that it's not time to quit this club, rather, it's time to get more serious about your hobby. We are all members of a club that supports a "third world" computer. It was inevitable that the day would arrive when the "pickings" for our personal benefit would dry up. Now, we need to give nearly as much or more of ourselves if we wish to receive anything similar in return.

MilAtari is more a social club now than at any other time in it's existence. We all need to pull together to pool our knowledge and resources. We have to volunteer a bit of our time if we expect others to volunteer theirs. This is the only way a small club like ours can survive! Period!

I truly enjoy coming to the meetings every month but something has been missing lately...enthusiasm along with new ideas and input. I would like to see everyone have a reason to renew their membership. Better yet, I'd like to see every member introduce another Atari user to the club.

Before you start thinking that I've got a "screw loose", remember, THIS IS YOUR CLUB! You have the power to make it what you want or need. This is why I'm running for President.

Now, what are you going to do for your club?

Rick Janowski

ALLIANCE

BLUE. Our supreme leader, The Tramiel, has informed us a new fighter is now being produced and should be ready real soon now. This new fighter has been codenamed Falcon. It has a superior engine, generating up to 14 meg. of power and a secret weapon, the DSP (digital shock photons). Our tacticians have formulated a plan of attack. We will be divided into three groups. Groups B and C will take out BIG BLUE's Window fighters. These are small fighters with large window-like solar panels on each side. Beware of their Microsoft weapons. We have no idea how many of these Windows we will encounter. Remember there are reported to be millions in existence.

I will be leading A group in the actual assault on BIG BLUE itself. Our operatives have found a weakness located in the EISA bus slot. A group's fighters will make a run down the slot and fire our Guided Electron Missles (GEM) at the parallel port. We are told that if a direct hit is scored, our GEM's may be able to penetrate to the Intel central core." At the end of his speech, cheers ring out from the crowd. Long live Atari. Long live Atari.

It is now a few weeks later. The IBM battle star is closing in on the Atari home world. The Falcons have arrived and the Atari force is speeding towards BIG BLUE. B and C group have begun mixing it up with the Window fighters. The Windows ships can't escape the DSP blasts. Their Microsoft weapons are being stopped by our SC1224 deflector screens.

Lt. Ellie Mouse, Commander Quixote's wing man, calls over the MIDI communication line. "Commander. B and C group are clearing the way. We should be able to reach the EISA bus slot unharmed."

Commander Quixote replies. "Keep and eye out Ellie, we are starting our run now. A leader to A flight. Close up and watch out

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ST Supplemental P.D. Disks

by: Bill Janutka

DISKS S087-S089 PICTURES (DS, 1MEG)

This month we have three more disks of space related pictures in the GIF format. The viewer (VIEWGIFI.PRG) can be found on disks S087 and S089. These three disks have pictures of the United States taken from a satelite. The pictures can be viewed in color or mono. They work very nicely with low resolution. Most are larger than the screen but they can be scrolled.

Disk S087 West Coast. (Viewer)

Disk S088 Northern Midwest including Wisconsin.

Disk S089 East Coast. (Viewer).

ALLIANCE

for those laser jet towers." As the six ships of A squadron dive towards the slot the laser jets let loose, taking out one of the fighters before they even reach the slot. Once in the slot, they are safe from the laser jets.

Now, the sound blasters start up, rocking the ships violently. One of the Falcons to Cmdr. Quixote's left, hits a major ripple and careens into his partner, sending them both crashing into the wall of the slot. The remainder of the team continue on towards their target. Suddenly the sound blasters become quiet. A dreadful calm settles in making Cmdr. Quixote very nervous. A small beep on his counsel brings his attention back to his controls. The spikes around the parallel port are just now becoming visible on the ships screen.

The Commander warns his team. "It's too quiet men, look out for bogies." Lt. Mouse, is about to reply when his ship explodes in a shower of colors. The lone remaining member of Quixote's team, Ensign Chip Yamaha, takes up a position on his Commander's right wing. He warns

Quixote that one of the new enemy 686 fighters is bearing down on them.

The pilot of the the 686 fighter is no other than the leader of the assimilators, Darth Gates. He fires a static charge which knocks out Ensign Yamaha's starboard processor. Knowing that he is a goner, Ensign Yamaha hits the cold boot button, shutting his ship down and hits his escape button. He rockets upward, just missing the 686 fighter that destroyed his ship.

The 686, being faster, starts gaining on Quixote's ship. Quixote prepares for the enevitable blast. He looks into his rearview monitor and sees the enemy ship preparing to launch another round of missles. Quixote hears a laugh over his communication line and sees a missile impact on the 686's main reactor. The ship explodes immediately, sending shards of metal and plastic flying.

"How was that for shooting, Don?" Commander Quixote recognizes the voice of his old buddy Ping Pong. The Commander checks his view screens and there, coming in from his left is Pong's old 800X. Quixote's radio comes to life again. "Go get em Don. I'll cover your back. This old baby flies pretty good since I got this new MIO and big hard drive. These old Player missiles are still effective too."

DC SHOWER
continued from page 9

Author -- David Landskron

A software package to view picture and text files by Double Click Software. I reviewed DC Shower Version 1.0 Copyright 1991. Shower is a collection of several programs that will view Degas, Neochrome, Tiny, Spectrum, Image, and Mac Paint picture files. It is also four programs that will dearc programs with the extenders .ARC, .LZH, .ZIP .ZOO and show the files.

In addition DC Shower will show text files as ASCI or as hexadecimal. Use the program DC Show Hex to view and manipulate files as hex; it also has an option to view RAM memory locations. Last is a program that operates as a desk accessory and allows access to the whole system of programs called DC Pick. An appendix describes a program Showstuf.S: that will allow programmers to hook other view programs into DC Shower.

DC Shower comes as one single sided disk and a 26 page manual. The documentation is clear and easy to follow. I followed the suggestion to load all the working programs into an auto folder and rebooted my computer. The programs are not copy protected so file manipulation is simple; programs can also be loaded as desk accessories. The next step was to run DCSHOCFG.PRG in order to select the options for the dearcing programs (create subdirectories, verbose listing, extract, and show). Now the Shower system was up and running.

ALLIANCE (faible)

The Commander can now see the parallel port and the two ships are closing quickly. The sound blasters start up again causing distortion on his Lynx targeting system. The distortion is becoming worse and Don realizes that his Lynx just won't cut it. He turns off his targeting system and concentrates on the target ahead. A sense of calm comes over the Commander as he hears the voice of his mentor, Bob. "Don, use the force. Let your mind guide your hand." Don closes his eyes and lets the force flow through him. He senses the correct moment and fires the GEM directly into the parallel port. The two pilots pull back hard on their joysticks barely clearing the spikes surrounding the target. Both ships zoom back into space. Time seems to stand still, as the Guided Electron Missles home in on the Intel core of the massive station. The missles find the core and detonate, starting a chain reaction. BIG BLUE lives up to it's name and explodes in a burst of iridescent blue sparks.

Without their base of support, the remaining few Windows fighters scatter. Commander Quixote leads his battered, but victorious crews back to Atari. Pong calls his friend one last time. "Well Don, looks like we did it. Me and this old XL are heading back out into the cold. See ya next time there's trouble."

A hero's welcome awaits them. The Falcon has proven itself against BIG BLUE and the IBM. Commander Quixote is promoted to Captain. He reminds the leaders that this battle has been won, but the war is not yet over. The leaders let the new Captain in on a secret. A new faster and sleeker Falcon is in the works. It should be a match for any ship the IBM'ers should be able to send against it. Don, just hopes it comes out soon. There is already rumors of a threat coming from another world. Join the Atari Alliance and stay tuned for the next battle. The Atari Alliance versus the Mutated Atari Chips (MAC).

MILATARI LTD. BULLETIN BOARD
Your official source of club news and information

SHOWER Continued from page 14

My first selection was to view a text file, this went smoothly (Shower is a replacement for the desktop show and print routines). Next was an urge to try to view some picture files. All picture files processed and were shown quickly without any bugs. Also I saw three full screen Neochrome files, three Tiny files, three Spectrum.SPC files, six Spectrum.SPS files, two Mac Paint files, Degas PI1, PI2, PC1, and PC2 files in quick succession without leaving the view menu. The view program even displayed some files in low resolution 16 color when I has booted in medium resolution 4 color.

After a short break I returned to try the unarc programs. First attempt was to dearc a 90K CARS.ARC file. This occurred quickly and then the clip art was viewed with the SHOW function of Shower that had replaced the desktop SHOW function. These files were Degas.PI3 and posed no obstacle to the Shower program which had been booted in medium resolution color. An attempt was made to dearc a .LZH file but it failed, this same 60K file was later dearced with a public domain program successfully. A 5K .ZIP file was dearced successfully and read. No attempt was made to use the .ZOO dearcing program due to my lack of these files.

In a third session RAM memory view option was tried from the DC Show Hex program which worked fine; also a text file was viewed and analyzed with this program. There are many options scroll up, scroll down, top of file, bottom of file, search for byte, search for text string, search for next occurrence, and a few others.

The DC Shower system of programs has proven to be an excellent set of programs with extensive functionability and no bugs. The documentation is excellent but users should read a whole paragraph to ensure they are attempting the right set of options based on their custom configuration of DC Shower. The only enhancement which I feel would be desirable is the use of only one key (i.e. RETURN, SPACE BAR, or ESC) to clear a picture view screen, since press any key does not allow printing screen dumps with the ALT+HELP key combination and a loaded printer graphics driver.

I highly recommend DC Shower to anyone who is interested in viewing text or picture files. Priced at $19.95 in Atari User magazine ads.

Dave Landskron

TELE-COMMUNICATIONS SPECIAL INTEREST GROUP

There will be an instruction and demonstration SIG of the MilAtari STadel Bulletin Board by Richard Dankert, showing the proper use and all the intricacies of this powerful instrument with all its facets and facetiae.